

Composite: Film Music

Year 8

This half term, Year 8 students explore how film composers use music to create atmosphere and emotion. Through listening and analysis, they learn how elements such as dynamics, pitch, tempo and instrumentation shape the mood of different scenes.

Students then apply this knowledge by learning to perform the *Harry Potter* theme on keyboard or ukulele. They develop their notation or tab-reading skills, improve fluency and accuracy, and work towards performing up to 16 bars, with an added challenge of two-hand keyboard playing for confident musicians.

Throughout the unit, students rehearse independently and in pairs, using self- and peer-assessment to refine their performance. They **Belong** by supporting each other and performing together, **Thrive** by building new instrumental skills and confidence, and **Achieve** by performing the theme fluently and understanding how music brings film to life.

Performing Arts: *Teaching our students to be confident, creative and collaborative Performers.*

Composite: Classical Music

Year 8

This half term, Year 8 students explore Classical Music through Beethoven's famous piece *Für Elise*. They learn about the Classical era and how composers used melody, structure and expression to communicate emotion—ideas that still influence music in films, adverts and games today.

Students learn to perform sections of *Für Elise* on the keyboard, starting with the right-hand melody and progressing towards a full 16-bar performance. Those who are ready can challenge themselves by adding left-hand chords or arpeggios to develop coordination and musical awareness.

Throughout the unit, students strengthen their understanding of pitch, rhythm, tempo, notation, sharps/flats and overall fluency. They rehearse independently and in pairs, using self- and peer-assessment to improve their accuracy and confidence.

This topic helps students **Belong** by working collaboratively and supporting each other, **Thrive** as they develop resilience and new musical skills, and **Achieve** by performing *Für Elise* fluently and gaining a deeper appreciation of classical music.

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Composite: Video Game Music

Year 8

This half term, Year 8 students explore how music is created for video games and how it shapes the player's experience. They begin by learning about early 8-bit game music and how simple loops were used to create memorable themes.

Students then use digital tools such as BeepBox and a DAW to compose their own 8-bit loops, layering melodies, bass lines and rhythms. They also learn about *stingers*—short musical cues for events like power-ups or game-over moments—and compose their own stingers to match gameplay clips.

Later in the unit, students study ambient music and create an atmospheric soundtrack for a video scene, adding stingers in the right places to enhance the action.

Throughout the topic, learners **Belong** by sharing ideas and supporting one another, **Thrive** by developing digital music-making and sound-design skills, and **Achieve** by producing a complete game soundtrack combining loops, stingers and ambient music.

By the end of the unit, students understand how music brings video games to life and will have created their own original soundtrack.

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